

AddTwo code-

```
public class AddTwo {  
    public static void main(String[] args) {  
        int x = Integer.parseInt(args[0]);  
        int y = Integer.parseInt(args[1]);  
        int z = x+y;  
        System.out.println(x + " + " + y + " = " + z);  
    }  
}
```

Coins code -

```
public class Coins {  
    public static void main(String[] args) {  
        int Totalcoins = Integer.parseInt(args[0]);  
        int Quarters = (Totalcoins/25);  
        int Cents = (Totalcoins%25);  
        System.out.println(" Use " + Quarters + " quarters and " + Cents + " cents");  
    }  
}
```

Gen3 code -

```
public class Gen3 {  
    public static void main(String[] args) {  
int a = Integer.parseInt(args[0]);  
    int b = Integer.parseInt(args[1]);  
    int r1 = (int) (a + Math.random() * (b-a));  
    int r2 = (int) (a + Math.random() * (b-a));  
    int r3 = (int) (a + Math.random() * (b-a));  
    System.out.println(r1);  
    System.out.println(r2);  
    System.out.println(r3);  
    System.out.println("the minimal generated number was " + Math.min(r1,  
Math.min(r2, r3)));  
    }  
}
```

Triangle code -

```
public class Triangle {  
    public static void main(String[] args) {  
        int a = Integer.parseInt(args[0]);  
        int b = Integer.parseInt(args[1]);  
        int c = Integer.parseInt(args[2]);  
        if (((a+b) > c)&((c+b) > a)&((a+c) > b)) {  
            System.out.println(a + ", " + b + ", " + c + ": true" );  
        } else System.out.println(a + ", " + b + ", " + c + ": false");  
  
    }  
  
}
```

LinearEq code -

```
public class LinearEq {  
    public static void main(String[] args) {  
        double a = Double.parseDouble(args[0]);  
        double b = Double.parseDouble(args[1]);  
        double c = Double.parseDouble(args[2]);  
        double x = ((c-b)/a);  
        System.out.println(a + " * x + " + b + " = "+ c);  
        System.out.println("x = " + x);  
    }  
}
```